EDT

Quick Reference Guide

digital
software

EDT

Quick Reference Guide

Order No. AA-M477A-TK

September 1983

This booklet provides a brief summary of the commands, functions, qualifiers, and specifiers available with the EDT editor.

SOFTWARE VERSION: EDT V3.00

The following are trademarks of Digital Equipment Corporation:

DEC	DIBOL	RSX
DEC/CMS	EduSystem	UNIBUS
DEC/MMS	IAS	VAX
DECnet	MASSBUS	VMS
DECsystem–10	PDP	VT
DECSYSTEM–20	PDT	**digital**
DECUS	RSTS	
DECwriter		

Table of Contents

Tables:

Figures:

iv

Scope and Intent of this Guide

This Guide presents information about DIGITAL's standard interactive text editor: EDT. The Guide is a supplement to the *Introduction to the EDT Editor* and the *EDT Editor Manual*.

The Guide acts as a summary and memory refresher for the commands and functions covered in the EDT manuals. You should have the *EDT Editor Manual* available for further information on the topics covered by this booklet. You can also use the "Introduction" to learn how to use EDT.

Included in the guide is a summary of all EDT functions, commands, specifiers, and qualifiers. There is also a brief description of these special EDT features:

> Journal Facility
> Startup Command Files
> Keypad Key Definitions
> EDT Macros

Conventions

Various symbols and syntax conventions are used throughout the EDT documentation set.

Symbol	Meaning
RETURN	Return key
DELETE	Delete key
TAB	Tab key
CTRL/x	Control key + main keyboard key
GOLD/x	GOLD key + main keyboard key
K	Main keyboard key
DEL L / UND L	Keypad editing key (In this case, **delete line** is performed.)
GOLD + DEL L / UND L	Alternate keypad editing key (In this case, **undelete line** is performed.)

Symbol	Meaning
☞	System prompt
○	Cursor
(SP)	Space
[text]	Optional command line elements
{text1 | text2}	Alternatives — text1 OR text2
<u>CO</u>PY	Minimum letters required to abbreviate the command, in this case CO.
Red	User input
. . .	Preceding item can be repeated
. . .	Part of example text has been omitted

Summary of EDT

EDT is an interactive text editor that has three distinct editing modes: keypad, line, and nokeypad. Both the keypad and nokeypad modes are screen editors for use on VT100–type and VT52 terminals. (See the list of terminals that can use EDT screen modes in Appendix C of the *EDT Editor Manual*.) Line mode can be used on any type of terminal — hardcopy or screen.

The EDT Editor is available with these operating systems:

VAX/VMS	RSX–11M
RSTS/E	RSX–11M–PLUS

With the EDT editor you can create and edit almost all types of text files. When you are editing a file, you can add or delete text, move or copy text from one place to another, save or discard your editing work.

To call up the EDT editor, you must use a system command: EDIT or EDT. (If EDT is not the standard editor on your operating system, you must include the /EDT qualifier with the EDIT command.)

Include the name of the file you want to edit on the EDIT/EDT command line.

    ☞ EDIT LETTER.DAT

    ☞ EDIT /EDT LETTER.DAT

    ☞ EDT LETTER.DAT

If a file named LETTER.DAT exists in the current directory, EDT puts a copy of that file into the MAIN buffer in your EDT session. Then EDT displays the first line from the file on your screen or paper, followed by the line mode asterisk prompt (*). You are now ready to begin your EDT session.

    ☞ EDIT LETTER.DAT
      1   June 4, 1984
   *

If you are using EDT to create a new file called LETTER.DAT, your session starts off like this:

```
☞ EDIT LETTER.DAT
Input file does not exist
[EOB]
*
```

The message **Input file does not exist** tells you that no text was copied to the MAIN buffer. The end of buffer mark ([EOB]) is printed in place of the first line, since there is no text to display. The next step is to insert some text in the buffer, using one of the three editing modes.

When you start your editing session, EDT's default mode is line mode. To shift to keypad mode, use the line mode CHANGE command. To shift back to line mode from keypad mode, use CTRL/Z.

To go from line mode to nokeypad mode, you must first give the SET NO-KEYPAD command and then the CHANGE command. The nokeypad EX command shifts EDT from nokeypad editing back to line mode.

You can use EDT's online HELP facility any time during your editing session. The line mode HELP command supplies general information on EDT as well as details on line mode and nokeypad mode commands. The HELP command by itself provides information on using the HELP facility and a list of topics that you can get help on. For help on a specific topic, type the HELP command followed by the topic name, for example, HELP EXIT.

When you are in keypad mode, press the HELP key (PF2 on VT100–type terminals; red on VT52s). EDT displays a diagram of the keypad, a list of other keypad editing keys, and tells you to press the key you want help on.

You must use the line mode HELP command to get information on nokeypad editing. The relevant topics are HELP CHANGE, HELP CHANGE SCREEN, HELP CHANGE ENTITIES, and HELP CHANGE SUBCOM-MANDS. Nokeypad command descriptions are found under the SUBCOM-MANDS topic. Thus, if you want information on the BELL command, you must type HELP CHANGE SUBCOMMANDS BELL.

1. Keypad Mode

This example uses keypad mode to insert the sample text.

```
☞  EDIT/EDT LETTER.DAT
Input file does not exist
[EOB]
*CHANGE

    [EOB]



    June 18, 1984

    Mr. Charles R. Thurman
    Director of Marketing
    Energy Systems Inc.
        .
        .
        .



  CTRL/Z

*EXIT
DISK$USER:[SMITH]LETTER.DAT 50 lines
```

2. Line Mode

This example uses line mode to insert the sample text.

```
☞ EDIT/EDT LETTER.DAT
Input file does not exist
[EOB]
*INSERT (RETURN)
                June 18, 1984

                Mr. Charles R. Thurman
                Director of Marketing
                Energy Systems Inc.
                    .
                    .
                    .

  ^Z    (Press  CTRL/Z)

*EXIT
DISK$USER:[SMITH]LETTER.DAT 50 lines
```

3. Nokeypad Mode

This example uses nokeypad mode to insert the sample text.

```
☞  EDIT/EDT LETTER.DAT
Input file does not exist
[EOB]
*SET NOKEYPAD
*CHANGE


   [EOB]

I  (RETURN)


   June 18, 1984

   Mr. Charles R. Thurman
   Director of Marketing
   Energy Systems Inc.

      .
      .
      .

(CTRL/Z)

EX
*EXIT
DISK$USER:[SMITH]LETTER.DAT 50 lines
```

Keypad Mode

Keypad mode uses the numeric keypad located to the right of the main keyboard on VT100–type and VT52 terminals. On terminals with LK201 keyboards, there are two keypads to the right of the main keyboard. The numeric keypad at the right edge of the keyboard corresponds to the VT100 keypad.

The arrow keys on VT100–type terminals are considered to be part of the keypad. On terminals with LK201 keyboards, the arrow keys are located at the bottom of the second keypad.

Four keyboard keys have special keypad editing functions: BACKSPACE, DELETE, LINEFEED, and TAB. On the LK201 keyboard, the DELETE key is labelled ⟨⌧⟩. The BACKSPACE and LINEFEED keys are located in the row of function keys across the top of the keyboard. (BACKSPACE is key F12; LINEFEED is key F13.)

In addition EDT has preset functions for several control key sequences:

A*	I	R*
C	J	T*
D*	K	U*
E*	L	W*
F (VT52 only)	M	Z*
H		

* These letters have preset functions with GOLD as well as with CTRL.

Most keypad keys have two editing functions associated with them. To use the upper (or primary) function (for example, FNDNXT) simply press the indicated key. To use the lower (or alternate) function (for example, FIND), first press the GOLD key (PF1 on VT100; blue on VT52) and then the keypad key. Figure 1 shows the keypad editing keys for VT100–type terminals. Figure 2 shows the keypad editing keys for VT52 terminals. Figure 3 shows the additional editing keys available with the LK201 keyboard. There are brief descriptions of all the EDT keypad mode functions following the keypad diagrams.

| UP ↑ 12 | DOWN ↓ 13 | LEFT ← 15 | RIGHT → 14 |

PF1 GOLD 20	PF2 HELP 10	PF3 FNDNXT / FIND 11	PF4 DEL L / UND L 17
7 PAGE / COMMAND 7	8 SECT / FILL 8	9 APPEND / REPLACE 9	– DEL W / UND W 18
4 ADVANCE / BOTTOM 4	5 BACKUP / TOP 5	6 CUT / PASTE 6	, DEL C / UND C 19
1 WORD / CHNGCASE 1	2 EOL / DEL EOL 2	3 CHAR / SPECINS 3	ENTER ENTER
0 LINE / OPEN LINE 0		• SELECT / RESET 16	SUBS 21

Figure 1: Keypad Editing Keys — VT100–Type Terminals

GOLD 20	**HELP** 10	**DEL L** / **UND L** 11	↑ **UP** / **REPLACE** 12
7 **PAGE** / **COMMAND** 7	**8** **FNDNXT** / **FIND** 8	**9** **DEL W** / **UND W** 9	↓ **DOWN** / **SECT** 13
4 **ADVANCE** / **BOTTOM** 4	**5** **BACKUP** / **TOP** 5	**6** **DEL C** / **UND C** 6	→ **RIGHT** / **SPECINS** 14
1 **WORD** / **CHNGCASE** 1	**2** **EOL** / **DEL EOL** 2	**3** **CUT** / **PASTE** 3	← **LEFT** / **APPEND** 15
0 **LINE** / **OPEN LINE** 0		● **SELECT** / **RESET** 16	**ENTER** **ENTER** / **SUBS** 21

Figure 2: Keypad Editing Keys — VT52 Terminals

For terminals that have the LK201 keyboard, EDT has preset keypad mode definitions for the remaining keys on the second keypad as well as some function keys on the top row of the keyboard. Figure 3 shows the editing keypad keys (except for the arrow keys) and lists the other preset function keys. The arrow keys are located at the bottom of the editing keypad.

Help	Do
HELP	**DO**
FUN.28	FUN.29

Find	Insert Here	Re-move
FIND	**PASTE**	**CUT**
FUN.1	FUN.2	FUN.3
Select	Prev Screen	Next Screen
SELECT	**–SECT**	**+SECT**
FUN.4	FUN.5	FUN.6

LK201 Editing Keypad

F12	= BACKSPACE		⊠	= DELETE
F13	= LINEFEED		**TAB**	= TAB

Figure 3: Additional Keypad Editing Keys — LK201 Keyboards

EDT Keypad Functions

ADVANCE

Sets the editing direction to forward: to the right and toward the bottom of the buffer.

APPEND

Deletes the select range from the current buffer; appends it to the end of the PASTE buffer.

BACKSPACE (CTRL/H)

Moves the cursor to the beginning of the current line or the previous line.

BACKUP

Sets the editing direction to backward: to the left and toward the top of the buffer.

(GOLD) **BOTTOM**

Moves the cursor to the end of the current buffer.

CHAR (VT100 only)

Moves the cursor one character in the current direction.

(GOLD) **CHNGCASE** (change case)

Changes the case of all letters in the select range or current search string, or the case of the current letter.

(GOLD) **COMMAND**

Enables you to use a line mode command without leaving keypad mode. Type the line mode command in response to the **Command:** prompt. Cannot be used with a repeat count.

CTRL/A (tab compute) **(GOLD/A)**

Resets the tab indentation level to the current cursor position if that position is a multiple of the current SET TAB value.

CTRL/C   (abort operation)

Aborts certain EDT operations, such as searches.

CTRL/D   (tab decrement)   **(GOLD/D)**

    Reduces the current tab level count by one.

CTRL/E   (tab increment)   **(GOLD/E)**

    Increases the current tab level count by one.

CTRL/H   (same as **BACKSPACE**)

CTRL/I   (same as **TAB**)

CTRL/J   (same as **LINEFEED**)

CTRL/K   (define key)

    Activates EDT's define key facility. See the section on key definitions.

CTRL/L   (form feed)

    Inserts a form feed character in your text.

CTLR/M   (same as **RETURN**)

CTRL/R   **(GOLD/R)**

    Refreshes the screen.

CTRL/T   (tab adjust)   **(GOLD/T)**

    Indents each line in the select range.

CTRL/U   **(GOLD/U)**

    Deletes text from the current cursor position to the beginning of the line. Generally, does not delete the line terminator. The deleted text replaces the contents of the delete line buffer. Cancels the FIND, COMMAND, and CTRL/K functions.

CTRL/W   **(GOLD/W)**

    Refreshes the screen.

CTRL/Z   **(GOLD/Z)**

    Shifts from keypad mode to line mode.

CUT

Deletes the select range and places it in the PASTE buffer. The previous contents of the PASTE buffer are deleted.

DEL C (delete character)

Deletes the character that the cursor is on. The deleted character replaces the contents of the delete character buffer.

(GOLD) **DEL EOL** (delete to end of line)

Deletes text from the current cursor position to the end of the line. Generally, does not delete the line terminator. The deleted text replaces the contents of the delete line buffer.

DELETE

Deletes the character to the left of the current cursor position. The deleted character replaces the contents of the delete character buffer.

DEL L (delete line)

Deletes text from the current cursor position to the beginning of the next line, deleting the line terminator. The deleted line replaces the contents of the delete line buffer.

DEL W (delete word)

Deletes characters from the current cursor position to the beginning of the next word. The deleted word replaces the contents of the delete word buffer.

DO (LK201 only)

Sends a command or search string to EDT for processing.

DOWN (down arrow)

Moves the cursor down to the position on the next line that corresponds to the current cursor position.

ENTER

Sends a command or search string to EDT for processing. Completes the CTRL/K key definition process.

EOL (end of line)

Moves the cursor to the next line terminator in the current EDT direction.

(GOLD) **FILL** (VT52 = **CTRL/F)**

Reformats the text in the select range so that as many whole words as possible are included within the current EDT SET SCREEN width (80 or 132) or SET WRAP value. If SET WRAP is in effect, EDT uses that value rather than the SET SCREEN width.

(GOLD) **FIND**

Locates the search string that you type when EDT displays the **Search for:** prompt.

FNDNXT (find next)

Locates the next occurrence of the current search string in the current direction.

GOLD

Accesses alternate keypad functions. Also used with keyboard digits to repeat keypad functions. Used with keyboard keys and control keys to form key sequences for defining. (See Defining Keys.)

HELP

Provides information on keypad mode editing keys.

LEFT (left arrow)

Moves the cursor one character to the left.

LINE

Moves the cursor to the beginning of the next line in the current EDT direction.

LINEFEED (CTRL/J)

Deletes characters from the current cursor position to the beginning of the word that the cursor is in. If the cursor is at the beginning of a word, the previous word is deleted. The deleted word replaces the contents of the delete word buffer.

(GOLD) OPEN LINE

Adds a line terminator to the right of the current cursor position. The cursor does not move.

PAGE

Moves the cursor to the next EDT page boundary in the current EDT direction. <FF> is the default page boundary. Moves the cursor to the top or bottom of the buffer if there are no page markers in the text.

(GOLD) PASTE

Inserts the contents of the PASTE buffer to the left of the cursor.

(GOLD) REPLACE

Deletes the select range and replaces it with the contents of the PASTE buffer.

(GOLD) RESET

Cancels the select range and sets EDT's direction to forward. Can be used after CTRL/K to cancel the text that you have entered on the definition line.

RETURN

Inserts a line terminator in the text. The cursor moves to the beginning of the new line.

RIGHT (right arrow)

Moves the cursor one character to the right.

SECT (section)

Moves the cursor 16 lines in the current EDT direction.

+SECT (LK201 only)

Moves the cursor 16 lines forward.

–SECT (LK201 only)

Moves the cursor 16 lines backward.

SELECT

> Marks one end of a select range. When you move the cursor again, the characters that the cursor passes over become the select range.

(GOLD) **SPECINS** (special insert)

> Allows you to insert any character from the DEC Multinational Character Set into your text by entering the decimal equivalent value for that character.

(GOLD) **SUBS** (substitute)

> Replaces the next occurrence of the current search string in your text with the contents of the PASTE buffer.

TAB (CTRL/I)

> Moves the text that is to the right of the cursor (including the cursor character) to the right to the nearest preset EDT tab stop. If the cursor is at the first column position of a line and SET TAB is in effect, indents the line to the current tab level.

(GOLD) **TOP**

> Moves the cursor to the beginning of the current buffer.

(GOLD) **UND C** (undelete character)

> Inserts the contents of the delete character buffer to the left of the cursor.

(GOLD) **UND L** (undelete line)

> Inserts the contents of the delete line buffer to the left of the cursor.

(GOLD) **UND W** (undelete word)

> Inserts the contents of the delete word buffer to the left of the cursor.

UP (up arrow)

> Moves the cursor up to the position on the previous line that corresponds to the current cursor position.

WORD

> Moves the cursor to the beginning of the next word in the current EDT direction.

Line Mode

Line editing can be used on any interactive terminal. This mode focuses on the line as the unit of text. Whenever you see the line mode asterisk prompt (*), you can type a line mode command. The underlined letters in the line mode syntax statements that follow indicate the minimum abbreviation for both command words and qualifiers.

Line mode commands use qualifiers and specifiers in addition to command words. Qualifiers, which modify the way EDT processes the command, are always optional. You must precede a qualifier with a slash (for example, /QUERY).

Specifiers tell EDT which part of the text to act on. Optional specifiers are enclosed in square brackets (for example, [=buffer]). The main specifier is **range**, which references the line or lines affected by the command. Table 1 shows various ways to specify ranges.

This section contains brief descriptions of the line mode commands, then the qualifiers, and finally the specifiers.

Line Mode Commands

CHANGE [=buffer] [range] [;nokeypad-command(s)]

Shifts EDT to keypad or nokeypad mode. To shift to keypad mode simply use CHANGE. To shift to nokeypad mode, precede the CHANGE command with the SET NOKEYPAD command. Whenever SET NOKEYPAD is in effect, you must issue the SET KEYPAD command before typing CHANGE to shift to keypad mode.

CLEAR buffer

Deletes the entire buffer from your EDT session. The name of the cleared buffer no longer appears in the SHOW BUFFER list unless the cleared buffer is MAIN or PASTE. Do not precede the buffer name with either an equal sign or the word BUFFER.

COPY [=buffer-1] [range-1] TO [=buffer-2] [range-2] [/QUERY] [/DUPLICATE:n]

Makes a copy of the text specified by location-1 and puts the copy in location-2. The text remains in location-1 as well. The default for location-1 and location-2 is the current line.

CTRL/C

Aborts certain EDT operations such as PRINT, TYPE, and WRITE. If the operation is aborted, EDT prints: **Aborted by CTRL/C**. If the operation is not aborted, EDT prints: **CTRL/C ignored**.

CTRL/R

Refreshes the current line, leaving EDT at the end of the line, enabling you to type additional characters on that line.

CTRL/Z

Causes EDT to exit from the insert state. Use after INSERT and RE-PLACE.

DEFINE KEY key–name AS "string"

Defines a keypad editing key. You must use the line mode DEFINE KEY command in startup command files and EDT macros. Key name is the spelled out version which uses CONTROL for the CTRL key and the special keypad numbers for keypad keys. (See Figure 4 for EDT's special keypad numbers.) String is one or more nokeypad commands, enclosed in quotation marks. (See Defining Keys.)

DEFINE MACRO macro–name

Defines the name of an EDT buffer containing the macro to be a new line mode command for the duration of your EDT session. (See EDT Macros.)

DELETE [=buffer] [range] [/QUERY]

Deletes the specified text. If you supply no specifiers, EDT deletes the current line.

EXIT [file-spec] [/SEQUENCE[:initial[:increment]]] [/SAVE]

Ends the EDT session, saving a copy of the MAIN buffer text in an external file. If you supply a file specification, EDT creates a file with that name and copies the contents of the MAIN buffer into that file.

FILL [=buffer] [range]

Reformats lines of text so as many whole words as possible are included within the current EDT SET SCREEN width or SET WRAP value. If SET WRAP is in effect, FILL uses that value rather than the SET SCREEN width. If you supply no specifiers, EDT assumes that a screen mode select range is active.

FIND [=buffer] [range]

Moves EDT to the specified buffer or range. No text is displayed. If you supply no specifiers, EDT remains at the current line.

HELP [topic [subtopic ...]]

Prints information on various EDT topics at your terminal. If you supply no topic, HELP gives information on how to use the EDT HELP facility.

INCLUDE file–spec [=buffer] [range]

Copies the specified file into the current EDT session. If you give no location specifiers, the copy is placed above the current line.

INSERT [=buffer] [range] (RETURN) text (CTRL/Z)
INSERT [=buffer] [range] ;line-to-be-inserted

Inserts text at the specified location. If you give no location, EDT inserts the text above the current line. The first form enables you to insert as many lines as you need. The second form can accommodate only one line of text at a time.

MOVE [=buffer–1] [range–1] TO [=buffer–2] [range–2] [/QUERY]

Deletes the text from location–1 and inserts it at location–2. The default for location–1 and location–2 is the current line.

<null> (implied TYPE)
[=buffer] [[%]range]

The <null> command consists simply of one or both location specifiers. EDT displays the lines that are specified as the command. When a range that consists of an English word (such as BEGIN, END, REST) is the first element of the <null> command, that word must be preceded by a percent sign (%), for example %BEGIN, %END, %REST.

PRINT file-spec [=buffer] [range]

Creates a file that contains a copy of the text you specify. Adds a form feed and two blank lines to the top of the file and every 60 lines. Changes the EDT line numbers into elements of text. If you give no location specifiers, EDT copies the entire current buffer.

QUIT [/SAVE]

Ends your EDT session without saving a copy of your editing work. The /SAVE qualifier saves only the journal file, not the edited text.

REPLACE |=buffer| |range| (RETURN) text (CTRL/Z)
REPLACE |=buffer| |range| ;line-to-be-inserted

> Deletes the text specified by buffer or range and shifts to the insert state. If you give no location specifiers, EDT deletes the current line. The first form enables you to insert as many lines as you need. The second form can accommodate only one line of text at a time.

RESEQUENCE |=buffer| |range|
|/SEQUENCE [:initial [:increment| | |

> Renumbers the EDT line numbers for the specified location. If you supply no location, EDT renumbers the entire current buffer. The default values for :initial and :increment are 1. If you omit the /SEQUENCE qualifier, EDT uses those default values.

SUBSTITUTE/|string–1|/string–2/ |=buffer| |range| |/BRIEF[:n]|
|/QUERY| |/NOTYPE|

> Replaces string-1 with string-2. If you omit string-1, EDT uses the current search string. If you supply no location specifiers, the substitution takes place on the current line. You can replace the slashes surrounding the strings with any punctuation mark (except % and __) that does not occur in either string. You must always use the slash to indicate any qualifiers in the command line.

|SUBSTITUTE| NEXT|/|string–1|/string–2/|

> Replaces the next occurrence of string-1 with string-2. If the string to be deleted is the current search string and the replacement string is the current substitute string, you do not have to include either the strings or the delimiters with the command. If you choose to use the word or abbreviation for SUBSTITUTE, you must separate it from NEXT (or N) with a space. You can replace the slashes surrounding the strings with any punctuation mark (except % or __) that does not occur in either string.

TAB ADJUST |–|n |=buffer| |range|

> Indents the specified line(s) by the current SET TAB value multiplied by the level count n. Use the minus sign to move indented text back toward the left margin. If you supply no location specifiers, EDT assumes that a screen mode select range is active.

TYPE [=buffer] [range] [/BRIEF[:n]] [/STAY]

Displays the specified lines at your terminal. If you supply no location specifiers, EDT displays the current line. If you specify a buffer without a range, EDT displays the entire buffer.

WRITE file–spec [=buffer] [range]
           [/SEQUENCE [:initial [:increment]]]

Puts a copy of the lines specified by location into the specified file. If you supply no location specifiers, EDT copies the entire current buffer.

Line Mode Qualifiers

Line mode qualifiers affect the way EDT processes a command. You can only use certain qualifiers with certain commands. Whenever you use a qualifier, you must type the slash before the qualifier name to signal EDT that the following letters refer to a qualifier, not a command word or string. Qualifiers are always the last element in a line mode command line.

/BRIEF[:n]

EDT displays only the first n characters of a line or lines. The default value for **n** is 10. Use with SUBSTITUTE and TYPE.

/DUPLICATE:n

EDT copies the text n times in the same location. Use with COPY.

/NOTYPE

EDT displays only the substitution message, not the lines in which substitutions took place. Use with SUBSTITUTE.

/QUERY

EDT prompts with a question mark to verify if you want the operation performed on the particular line it has just displayed. Use with COPY, DELETE, MOVE, and SUBSTITUTE. The responses are:

Y (YES)	Perform the command on this line.	
N (NO)	Do not perform the command on this line.	
A (ALL)	Perform the command on this and all remaining lines.	
Q (QUIT)	Do not perform the command on this or any remaining lines.	

/SAVE

EDT saves the journal file. Use with EXIT and QUIT.

/SEQUENCE [:increment [:initial]]

With RESEQUENCE, assigns new line numbers to the specified lines. The default values for :initial and :increment are 1.

With EXIT and WRITE, /SEQUENCE causes the EDT line numbers to be retained as sequence numbers in the external file. EDT uses these sequence numbers as EDT line numbers when you next edit the file. If :initial and :increment are omitted, EDT uses the EDT line numbers as the sequence numbers. (See the *EDT Editor Manual* for details.)

/STAY

Maintains EDT's current position in the text regardless of which lines you have asked EDT to display. Use with TYPE.

Line Mode Specifiers

Line mode specifiers refer to information that you supply to EDT. In place of the specifier name, type the name of a buffer, key, or macro (for example, CLEAR PASTE). See Table 1 for details on the range specifier.

buffer

The name of an EDT buffer (text storage area). When you use buffer with the CLEAR command, do not precede it with a buffer signal. With all other commands, use either the equal sign (=) immediately before the buffer name (for example, =MAIN) or the word **BUFFER** followed by a space before the buffer name (for example, BUFFER MAIN). If the buffer does not exist, EDT creates one, except in the case of CLEAR. EDT moves to the named buffer, except for CLEAR, WRITE, and PRINT.

file-specification

The specification for an external file. Can include a directory specification. With INCLUDE, tells EDT which file to copy into your editing session. With EXIT, PRINT, and WRITE, tells EDT which file to create to hold text from your editing session. If you include directory information, the directory must exist and you must have access to it.

key-name

The name of the key you want to define with your DEFINE KEY command. Use the special EDT key name, (for example, CONTROL B for CTRL/B) or keypad key number to designate the key. (See Figure 4.)

macro-name

The name of the macro you are defining, which must be the name of the buffer containing the macro text.

nokeypad-command(s)

One or more nokeypad commands joined together on a single line. Separate the nokeypad command(s) from the CHANGE command with a semicolon (;).

range

One or more lines of text. See Table 1.

string

A group of contiguous characters. In line mode, the string specifier is the nokeypad definition used with DEFINE KEY.

string–1, string–2

String–1 is always the search string; string–2 is always the substitute string. In substitute commands, EDT always replaces string–1 with string–2.

Table 1: The Range Specifier

Range Type or Symbol	Description
.	The current line
number	The EDT line number
"string" ´string´	The next line containing the quoted string
BEGIN	The first line of the buffer
END	The last line of the buffer
WHOLE	The entire buffer
BEFORE	All lines from the top of the buffer to the current line
REST	All lines from the current line to the end of the buffer
LAST	The last line worked on in the previous buffer
SELECT	A select range created in a screen mode (Can include only whole lines.)
, or AND	Joins noncontiguous ranges in a list.
: or THRU	Indicates a group of contiguous lines (for example, TYPE 10 THRU 20 or TYPE 10:20).
n	Indicates n lines from the current line (for example TYPE +10).
#n or FOR n	Tells EDT to operate on the next n lines.
+	Indicates that the range specifier is toward the bottom of the buffer.
−	Indicates that the range specifier is toward the top of the buffer.
ALL	Refers to all lines containing the quoted string.
%	Signals EDT that the following characters indicate a range specifier. Needed only when a <null> command line begins with a letter.

Here are some sample line mode commands with various ranges:

```
CHANGE 38                            COPY 4 THRU 10 TO .
DELETE ALL "1983"                    FILL . THRU +10
FIND -2                              INCLUDE XFILE.DAT END
INSERT 256.3                         MOVE REST TO 27
%BEGIN                               PRINT SUBPROG.DAT BEFORE
REPLACE 7:11                         RESEQUENCE 1 THRU 150
SUBSTITUTE/DEC/Digital/ WHOLE        TAB ADJUST 1, 3, 5, 7, 9
TYPE "July"                          WRITE OUTFILE.DAT SELECT
```

Nokeypad Mode

Nokeypad mode is a screen editor for use with VT100-type and VT52 terminals. Text appears on the upper lines of the screen. As you type commands, they are displayed at the bottom of the screen. When you press RETURN, EDT processes the commands.

Nokeypad commands are the basis for keypad mode key definitions. Nokeypad commands consist of English words and abbreviations. A number of commands take the **entity** specifier to determine which part of the text will be affected by the command. Table 2 lists the entity specifiers. Nokeypad specifiers are described after the nokeypad commands.

Nokeypad commands cannot have spaces between the elements in a single command. For example, to delete two paragraphs and put the text in a buffer named EXTRA, type CUT2PAR=EXTRA. You can put several nokeypad commands on the same line. Spaces between commands are allowed, but not required. You can repeat a series of commands by preceding the commands with the repeat count and enclosing them in parentheses 3(V D+EL).

Nokeypad Commands

ADV   (advance)

    Sets EDT's current direction to forward.

APPEND

    |+|−| |count|APPEND|+|−| |count|entity|=buffer|

    Deletes the specified entity from the current buffer and places it at the end of either the PASTE buffer or the specified buffer.

ASC   (ASCII)

    |number|ASC

    Uses a character's decimal equivalent value to insert that character into the text. Valid decimal values range from 0 to 255. If you supply no number, EDT inserts the null character (decimal 0).

BACK   (backup)

    Sets EDT's current direction to backward.

BELL

Sounds the terminal bell.

CHGC (change case)
[+|−][count|CHGC[+|−][count|entity

Changes the case of all letters in the specified entity. All uppercase letters are changed to lowercase and all lowercase letters become uppercase.

CHGL (change case lower)
[+|−][count|CHGL[+|−][count|entity

Changes all uppercase letters in the specified entity to lowercase.

CHGU (change case upper)
[+|−][count|CHGU[+|−][count|entity

Changes all lowercase letters in the specified entity to uppercase.

^ (circumflex)
|count|^|character|

Allows you to insert ASCII control characters (decimal values 0 through 31) in text or command lines. If you supply no character, EDT inserts the null character (decimal 0).

CLSS (clear search string)

Deletes the contents of the search buffer.

CTRL/C

Aborts certain EDT operations, such as searches.

CTRL/Z

Causes EDT to exit from the insert state. Use with I (insert) and R (replace).

CUT
[+|−] [count|CUT[+|−] [count|entity|=buffer|

Deletes the specified entity from the current buffer and places it in either the PASTE buffer or the specified buffer.

D (delete)

| +|–|| count|D| +|–|| count|entity

Deletes the specified entity. If the entity is a character, word or part of a word, or line or part of a line, the text is stored in one of EDT's special buffers: delete character buffer, delete word buffer, or delete line buffer.

DATE

Inserts the current date and time into your text.

DEFK (define key)

Used only to define a keypad editing key to perform the key definition process.

DESEL (deactivate select)

Cancels the select range.

DLWC (default lowercase)

Changes EDT's default move state so that wherever the cursor moves, all uppercase letters are changed to lowercase.

DMOV (default move)

Changes EDT's default move state from either DLWC or DUPC back to the normal state, in which the case of letters is unaffected by cursor movement.

*Down Arrow Key

Moves the cursor down to the corresponding column position on the line below the current line.

*Not a nokeypad *command*.

DUPC (default uppercase)

Changes EDT's default move state so that wherever the cursor moves, all lowercase letters are changed to uppercase.

EX (exit to line mode)

Shifts EDT from nokeypad mode to line mode.

EXT (extend)

EXT line-mode-command

> Enables you to use a line mode command without leaving nokeypad mode. Cannot be used with parentheses and a repeat count.

FILL

|+|−|[count|FILL|+|−|[count]entity

> Reformats text so that as many whole words as possible are fit within the current EDT SET SCREEN width (80, 132) or SET WRAP value. If SET WRAP is in effect, FILL uses that value rather than the SET SCREEN width. Use L, PAR, SEN, and PAGE for entity.

HELP

> Used only to define a keypad editing key to access keypad mode HELP information.

I (insert)

Itext^Z

I `RETURN` **text** `CTRL/Z`

> Allows you to insert text at the current cursor location. The first form inserts the text that is typed on the command line. Use the second form to insert more than one line. EDT shifts the cursor back to its former position in the text displayed on your screen. When you finish inserting the text, press CTRL/Z to exit from the insert state.

KS (KED substitute)

> Used directly after the PASTE command to have EDT position the cursor on the last character of the inserted text if EDT's direction is forward, or the first character in the inserted text if EDT's direction is backward.

*Left Arrow Key

> Moves the cursor one character to the left.
> *Not a nokeypad *command*.

"move"

|+|−|[count]entity

> The "move" command consists simply of the entity specifier with or without a sign or count specifier. Moves the cursor by the specified entity. If you specify a string, EDT moves the cursor to that string.

PASTE
|count|PASTE|=buffer|

Inserts the entire contents of the PASTE buffer or the specified buffer into the text to the left of the cursor.

QUIT

Ends your EDT session without saving a copy of any editing work.

R (replace)
|+I−||count|R|+I−||count|entity

Deletes the specified entity and shifts to the insert state. EDT returns the cursor to the screen so you can enter new text. Use CTRL/Z to exit from the insert state.

REF (refresh)

Refreshes the screen.

*Right Arrow Key

Moves the cursor one character to the right.
*Not a nokeypad *command*.

S (substitute)
|+I−||count|S/|string−1|/string−2/

Moves to the next occurrence of string−1 and replaces it with string−2. The slashes surrounding the strings can be replaced by any other punctuation mark that does not occur in either string, but all three delimiters must be identical. If string−1 is omitted, EDT uses the current search string.

SEL (select)

Marks one end of a select range. When you move the cursor again, the characters that the cursor passes over become an active select range.

SHL (shift left)
|count|SHL

Shifts the screen image one tab stop (eight columns) to the left. Has no effect on the text.

SHR (shift right)

|count|SHR

> Shifts the screen image one tab stop (eight columns) to the right if the text has already been shifted to the left. Has no effect on the text.

SN (substitute next)

|+|−||count|SN

> Using the current search and substitute strings, locates the next occurrence of the search string and replaces it with the substitute string.

SSEL (search and select)

|+|−|SSEL|+|−|"string"

> Locates the quoted string and makes it an active select range.

TAB

|count|TAB

> Moves the text to the right of the cursor (including the cursor character) over to the nearest preset EDT tab stop. If SET TAB is in effect and the cursor is in column one of a line, EDT indents the line by the current SET TAB value multiplied by the current tab level count.

TADJ (tab adjust)

|+|−| |level−count|TADJ|+|−| |entity-count|entity

> Indents lines of text using the current SET TAB value. Use L, PAR, or PAGE for entity.

TC (tab compute)

> Resets the indentation level to the current cursor position if that position is a multiple of the current SET TAB value.

TD (tab decrement)

|count|TD

> Decreases the current tab level count by one or **count**.

TGSEL (toggle select)

> If a select range is active, TGSEL cancels it. If no select range is active, TGSEL sets one end of the new select range.

TI (tab increment)
 |count|TI

Increases the current tab level count by one or **count**.

TOP

Moves the current cursor line to the top of the screen if there are more than 22 lines between the cursor line and the end of the buffer. If there are less than 22 lines to the end of the buffer, TOP has no effect on the screen image.

UNDC (undelete character)
 |count|UNDC

Inserts the contents of the delete character buffer to the left of the cursor.

UNDL (undelete line)
 |count|UNDL

Inserts the contents of the delete line buffer to the left of the cursor.

UNDW (undelete word)
 |count|UNDW

Inserts the contents of the delete word buffer to the left of the cursor.

*Up Arrow Key

Moves the cursor up to the corresponding column position on the line above the current line.
 *Not a nokeypad *command*.

XLATEstring^Z

Used with VAX/VMS callable EDT to pass a string to the calling program.

Nokeypad Specifiers

Nokeypad specifiers refer to information that you supply to EDT. In place of **buffer** and **entity**, for example, you type the name of the buffer or entity. See Table 2 for a list of nokeypad entities. Note the difference between the string entity and the string specifier used with commands such as S, SN, and SSEL.

+|−

> Determines the direction for the individual command, but does not change EDT's current direction. + is to the right, toward the bottom of the buffer; − is to the left, toward the top of the buffer.

=buffer

> When used with CUT or APPEND, determines which storage area to use for the deleted text. With PASTE, tells EDT where to find the text to insert in the current buffer.

count

> When **count** precedes the command, it determines how many times to repeat the command. When **count** precedes the entity, it determines how many entities the command affects. Generally, a repeat count has the same effect as an entity count (for example, 2DC is the same as D2C).

entity

> The portion of text which the command affects. See Table 2.

line-mode-command

> The line mode command line that you type with EXT. EDT performs the line mode command(s) without leaving nokeypad mode.

string

> A search string with SSEL. Information for EDT to send to a program when used with XLATE.

string−1, string−2

> String-1 is always the search string; string-2 is always the substitute string. In substitute commands, EDT always replaces string-1 with string-2.

Table 2: The Entity Specifier

Entity	Description
C	Character
W	Word
BW	Beginning of word
EW	End of word
L	Line
BL	Beginning of line
EL	End of line
NL	Next line
SEN	Sentence
BSEN	Beginning of sentence
ESEN	End of sentence
PAR	Paragraph
BPAR	Beginning of paragraph
EPAR *	End of paragraph
PAGE	Page
BPAGE	Beginning of page
EPAGE *	End of page
SR	Select range
"string" ´string´	All the text between the current cursor position and the quoted string.
BR	Beginning of buffer
ER	End of buffer
V	Vertical

* Cannot be used twice in succession or with a repeat count.

The Set and Show Commands

SET commands modify the way EDT behaves during your editing session. They have no effect on the text you are editing. You can use SET commands to customize your editing session. SHOW commands tell which SET commands are in effect. Four SHOW commands (SHOW BUFFER, SHOW FILES, SHOW KEY, and SHOW VERSION) have no corresponding SET commands.

SET AUTOREPEAT
SET NOAUTOREPEAT
SHOW AUTOREPEAT

Enables EDT's use of the DECARM VT100 control sequence to prevent keypad keys from repeating faster than EDT can update the screen. Default: SET AUTOREPEAT for most terminals.

SHOW BUFFER

Lists all buffers currently in use during your EDT session. Also lists the number of lines in each buffer. An equal sign (=) indicates the current buffer. An asterisk (*) next to MAIN indicates that there are more lines in the MAIN buffer, but EDT has not yet seen them.

SET CASE LOWER
SET CASE NONE
SET CASE UPPER
SHOW CASE

Flags upper- or lowercase letters on single-case terminals. Default: SET CASE NONE.

SET COMMAND file-specification
SHOW COMMAND

Enables use of an additional startup command file. Default: operating system dependent. You can only use these commands in startup command files.

SET CURSOR top:bottom
SHOW CURSOR

Controls scrolling of the screen relative to the distance of the cursor from the screen top or bottom. Values for **top** and **bottom** can range from 0 to 21. Default: SET CURSOR 7:14.

SET ENTITY WORD "string"
SET ENTITY SENTENCE "string"
SET ENTITY PARAGRAPH "string"
SET ENTITY PAGE "string"
SHOW ENTITY WORD
SHOW ENTITY SENTENCE
SHOW ENTITY PARAGRAPH
SHOW ENTITY PAGE

Defines boundary delimiters for the specified entity.
Defaults:
```
SET ENTITY WORD "          <LF><VT><FF><CR>"
SET ENTITY SENTENCE ".!?"
SET ENTITY PARAGRAPH "<CR><CR>"
SET ENTITY PAGE "<FF>"
```

SHOW FILES

Displays the name of the input file and the output file for your EDT session.

SET FNF
SET NOFNF
SHOW FNF

NOFNF suppresses the message: **Input file does not exist**. Use in a startup command file. Default: SET FNF

SET HELP |file-specification|
SHOW HELP

Determines which HELP file is current.

SHOW KEY key-name

Prints the definition of the specified keypad editing key. **Key-name** must use the special line mode conventions and keypad key numbers. (See Figure 4 for the keypad key numbers.)

SET KEYPAD
SET NOKEYPAD
SHOW KEYPAD

Sets the screen mode to either keypad or nokeypad. Does not shift to either screen mode. Default: SET KEYPAD.

SET LINES number
SHOW LINES

Sets the number of text lines displayed on the screen. The value for number can range from 1 through 22. Use in a startup command file. Default: SET LINES 22.

SET MODE CHANGE
SET MODE LINE
SHOW MODE

Sets the operating mode for EDT. Default: SET MODE LINE. Use in a startup command file.

SET NUMBERS
SET NONUMBERS
SHOW NUMBERS

Determines if EDT line numbers are visible in line mode. With SET NONUMBERS, EDT does not indent lines when displaying them in line mode or display the line numbers. Default: SET NUMBERS.

SET PARAGRAPH NOWPS
SET PARAGRAPH WPS
SHOW PARAGRAPH

Determines where EDT puts the cursor after moving to a new paragraph. Default: SET PARAGRAPH NOWPS.

SET PROMPT prompt-type "string"
SHOW PROMPT prompt-type

Determines various prompt characters to use when simulating an EDT session for test purposes.

SET QUIET
SET NOQUIET
  SHOW QUIET

> Determines whether the terminal bell sounds when an EDT error message is displayed in a screen mode. Default: SET NOQUIET.

SET REPEAT
SET NOREPEAT
  SHOW REPEAT

> Determines whether you can use the GOLD repeat feature or SPECINS in keypad mode. Default: SET REPEAT.

SET SCREEN width
  SHOW SCREEN

> Sets the maximum number of characters that EDT displays on a line of text. The possible widths for VT100-type terminals with advanced video option are 80 and 132. The width for VT100 terminals without AVO and for VT52 terminals is 80. For hardcopy terminals you can specify any width from 1 to 132. Default: set by operating system.

SET SEARCH GENERAL
          EXACT
          WPS
          CASE INSENSITIVE
          DIACRITICAL INSENSITIVE
SET SEARCH BEGIN
          END
SET SEARCH BOUNDED
          UNBOUNDED
  SHOW SEARCH

> Determines how EDT performs searches. Defaults: SET SEARCH GENERAL, SET SEARCH BEGIN, SET SEARCH UNBOUNDED.

SET SUMMARY
SET NOSUMMARY
  SHOW SUMMARY

> Determines whether EDT displays summary information when you end your EDT session with the EXIT command. Default: SET SUMMARY.

SET TAB number
SET NOTAB
  SHOW TAB

> Sets the tab value for various tabbing functions. Default: SET NOTAB.

SET TERMINAL HCPY
                   VT52
                   VT100
SET TERMINAL SCROLL
                   NOSCROLL
SET TERMINAL EIGHTBIT
                   NOEIGHTBIT
SET TERMINAL EDIT
                   NOEDIT
  SHOW TERMINAL

> Determines how EDT interprets your terminal. Default: the terminal information supplied to EDT by the operating system.

SET TEXT END "string"
SET TEXT PAGE "string"
  SHOW TEXT END
  SHOW TEXT PAGE

> Determines the text that EDT displays for the end of buffer marker or the page marker. Has no effect on your text. Defaults: SET TEXT END "[EOB]" SET TEXT PAGE "<FF>".

SET TRUNCATE
SET NOTRUNCATE
  SHOW TRUNCATE

> Determines whether EDT truncates the display of lines that exceed the current screen width. Has no effect on your text. Default: SET TRUNCATE.

SET VERIFY
SET NOVERIFY
  SHOW VERIFY

> Determines whether EDT displays the commands in a startup command file or EDT macro as they are being processed. Default: SET NOVERIFY.

SHOW VERSION

Displays the current EDT version number and the EDT copyright information.

SET WORD DELIMITER
SET WORD NODELIMITER
SHOW WORD

Determines whether EDT interprets word boundaries (except for space) as separate words. Default: SET WORD DELIMITER.

SET WRAP number
SET NOWRAP
SHOW WRAP

Determines whether EDT wraps text being inserted in keypad mode. Also determines the maximum line length for filling text in all three modes. Default: SET NOWRAP.

The Journal Facility

EDT's journal facility keeps track of each keystroke you make during your EDT session in a special file called the journal file. When you finish your editing session by typing either EXIT or QUIT, EDT normally discards the journal file. If your editing session ends abruptly due to a system interruption, the journal file is saved, even though your editing work has been lost. Using the journal file, EDT can restore almost all of your editing work. Sometimes the last few commands you typed or last few keypad editing keys you pressed have not been recorded in the journal file at the time the interruption occurs.

The journal file is normally stored in the current directory and has **.JOU** for the file type. The file name is the same as the name of the file you were editing when the interruption took place. For example, if you are editing the file LETTER.DAT, the journal file name is LETTER.JOU. (It is possible to instruct EDT to use a different name or file type for the journal file. This is done when you type the EDIT/EDT command line to start your session. Information on including a journal file name in the EDIT/EDT command line appears in the Appendixes D, E, and F in the *EDT Editor Manual*.)

Include the /RECOVER qualifier in your EDIT/EDT command line in order to have EDT use the journal file to restore your editing work. Even when you have used EDT to create a new file, you can use the /RECOVER qualifier to have EDT restore your editing work after a system interruption.

☞ EDIT/EDT /RECOVER LETTER.DAT

☞ EDT /RECOVER LETTER.DAT

As soon as EDT has processed all the command information and keystrokes stored in the journal file, it continues to use that journal file to store the new information that results from any further editing work you do during the recovery session. If you are able to end your editing session with EXIT or QUIT, EDT discards the journal file from the directory. However, if you find journal files in your directory that you do not plan to use, simply delete them.

You can use the /SAVE qualifier with the line mode EXIT or QUIT command to save the journal file even when there is no system interruption.

Startup Command Files

Startup command files establish various settings and key definitions at the start of your EDT session. These files can contain only line mode commands. SET and DEFINE KEY commands are the line mode commands most frequently found in startup command files.

Generally, EDT reads a system-wide startup command file at the beginning of your editing session. If no system-wide startup command file exists on your system, EDT looks for a file named EDTINI.EDT in your default directory and processes the commands in that file.

If you want EDT to use a startup command file with another name, you must include that command file specification in the EDIT/EDT command line. (Information on how to do this is contained in Appendixes D, E, and F in the *EDT Editor Manual.*)

You can use EDT to create a startup command file. There are very few restrictions to organizing such a file. If you need to use the carriage return character (CTRL/M) in a SET or DEFINE KEY command, you must enter it from a change mode.

Here are some typical commands that might be put in a startup command file:

```
SET QUIET
SET WRAP 60
SET SEARCH BOUNDED
SET TAB 5
SET MODE CHANGE
DEFINE KEY GOLD P AS "PAR,"
```

You can include all the necessary commands to set up an EDT macro in your startup command file. The sample macro, called EXACT, resets the search parameter to **exact** when you type the macro name as a line mode command. The following commands can be put in the startup command file to create the EXACT macro:

```
DEFINE MACRO EXACT
FIND =EXACT
INSERT; SET SEARCH EXACT
FIND =MAIN
```

Defining Keys

You can redefine or relocate any preset keypad editing key. You can also create definitions for editing keys that have none. These key definitions enable you to perform a variety of editing tasks in keypad mode.

There are five types of keys or key sequences that can be defined.

Key/Key Sequence	Cannot Define
Keypad keys	
Control keys GOLD control key	C, O, Q, S, and any others prohibited by your operating system
GOLD keyboard key	0, 1, 2, 3, 4, 5, 6, 7, 8, 9, – (When you use !, %, ', or " in the DEFINE KEY command, you must enclose them in quotation marks —for example: "!".)
DELETE GOLD DELETE	
FUNCTION key GOLD FUNCTION key	LK201 keyboard only. F1, F2, F3, F4, and F5 with or without GOLD.

In EDT the following special keyboard keys and control keys are linked. When you redefine one, you have redefined the other.

VT100/VT52				**LK201** *
BACKSPACE	<--->	CTRL/H	<--->	F12
TAB	<--->	CTRL/I	<--->	Tab
LINEFEED	<--->	CTRL/J	<--->	F13
RETURN	<--->	CTRL/M	<--->	Return

---

* The LK201 F12 and F13 keys are linked to CTRL/H and CTRL/J when the terminal is in VT100 compatibility mode. When the terminal is operating in VT200 mode, F12 and F13 are *not* linked to CTRL/H and CTRL/J. They have the same preset definitions, but can be defined independently, just as CTRL/A and GOLD/A can be defined independently.
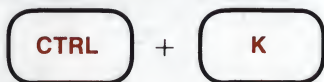
Keypad key definitions use nokeypad command syntax. Nokeypad mode enables you to put several commands on a single line. Thus, you can create key definitions to do several commands in succession. If you want EDT to process the command as soon as you press the key or key sequence, place a period at the end of the definition. This corresponds to pressing the ENTER key in keypad mode.

You can use the SHOW KEY command to find out the existing definitions for all EDT editing keys. However, you must use special terms to tell EDT which key or key sequence you want information about. Figure 4 gives the special keypad key numbers to use with the SHOW KEY command for VT100 and VT52 terminals and terminals that have LK201 keyboards. For control keys, type SHOW KEY CONTROL character (for example, **SHOW KEY CONTROL A**). To find out the definition of a GOLD key sequence, type SHOW KEY GOLD keyboard key or SHOW KEY GOLD CONTROL keyboard key (for example, **SHOW KEY GOLD *** or **SHOW KEY GOLD CONTROL]**). To see the definition for the DELETE key, spell out the word (for example, **SHOW KEY GOLD DELETE**). To see the definition for a key on the second keypad or in the function key row of the LK201 keyboard, spell out the word FUNCTION and use the EDT FUNCTION number designation, not the F number that appears on the keyboard (for example, **SHOW KEY FUNCTION 24** for the F12 key).

By enclosing all parts of the definition except for the ending period in parentheses, you can use the keypad GOLD repeat feature to process the command(s) several times in succession.

There are two ways to define/redefine keypad editing keys. From keypad mode you can use the CTRL/K function. The line mode DEFINE KEY command can be accessed from any mode.

Using CTRL/K, you can press the key(s) you are defining. Whenever you want to include a preset keypad editing key in your definition, you can press that key as part of the definition process. EDT prompts you for both the key you are defining and the definition. For example, suppose you wanted to define CTRL/P to move a paragraph at a time:

CTRL + **K**

Press the key you wish to define

CTRL + **P**

Now enter the definition terminated by ENTER

PAR.

**ENTER
SUBS**

The DEFINE KEY command in line mode uses the typed out version of the key name and requires that the definition be enclosed in quotation marks. The same definition using line mode is:

```
DEFINE KEY CONTROL P AS "PAR."
```

To redefine keypad keys with the DEFINE KEY command, you must know their special EDT numbers. Figure 4 shows these numbers for both VT100–type and VT52 terminals, as well as the FUNCTION numbers for the LK201 keyboard.

FUNCTION Key Numbers for the LK201 Keyboard

Figure 4: Keypad Key Numbers

To redefine the PAGE function to be **(-W).**, type:

```
DEFINE KEY 7 AS "(-W),"
```

To redefine GOLD Left Arrow to be **SHL.**, type:

```
DEFINE KEY GOLD 15 AS "SHL,"
```

Here are some sample DEFINE KEY commands:

```
DEFINE KEY GOLD CONTROL B AS "CHGUW,"
DEFINE KEY GOLD DELETE AS "-DW,"
DEFINE KEY CONTROL V AS "(+V D-C I!^Z),"
DEFINE KEY CONTROL N AS "?'Nokeypad Command: ',"
DEFINE KEY GOLD 21 AS "S^@?'Find: '^@?' Substitute: '^@,"
DEFINE KEY FUNCTION 17 AS "IWashington, DC^Z,"
```

EDT Macros

EDT macros allow you to extend the line mode command language. A macro is a group of one or more line mode commands that is processed when you type the macro name as a line mode command word. For instance, you can create a macro called **XT** to be the command SET SEARCH EXACT, and another macro called **GEN** to be the command SET SEARCH GENERAL.

To create a macro, use a line mode command to move to a new buffer. That buffer must have the same name as the macro. Using EDT, enter the line mode command or commands that you want to be processed when you type the macro name. Then issue the command:

```
DEFINE MACRO macro-name
```

EDT now adds the macro name to its list of valid line mode commands. You are ready to use that command any time during your editing session. If you plan to use the macro in repeated EDT sessions, you can put it in a startup command file or simply store it in an external file to be included in later EDT sessions.

If you put a DEFINE MACRO command in a startup command file, you must include commands to enter the macro text into a buffer with the same name as the macro. If you store a macro in an external file, use the INCLUDE command to put the macro in a buffer with the same name and issue the DEFINE MACRO command to establish the name as a line mode command.

This example creates a macro called SINCY, which inserts the closing of a letter above the current line when you type the newly created line mode command SINCY.

```
*FIND =SINCY
*INSERT
                INSERT ;Sincerely yours,
                INSERT ;
                INSERT ;
                INSERT ;
                INSERT ;
                INSERT ;
                INSERT ;James T. Cortland
                INSERT ;President
        CTRL/Z
*DEFINE MACRO SINCY
*FIND =MAIN
```

To close a letter from Mr. Cortland, type SINCY as a line mode command.

```
*SINCY
*TYPE "sincerely" THRU END

    132             Sincerely yours,
    133
    134
    135
    136
    137
    138             James T. Cortland
    139             President
    [EOB]
```